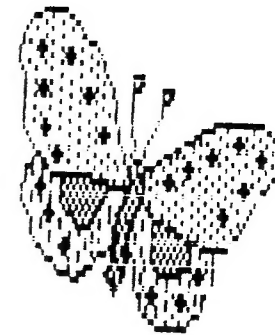




# SINC - LINK



## JULY-AUG '92 VOL 10 #4



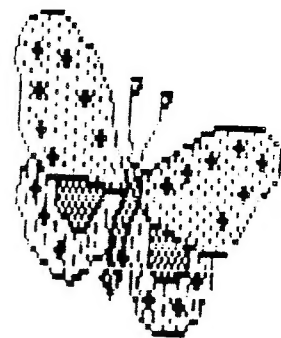
### GONE FISHING '92

page 2	Club Stuff
page 3	Editorial
page 4	NESQLUG visit
page 5-10	Bob's Notebook (2068)
page 11-14	SuperBASIC Tutorial 2 (QL)
page 15	ZX81 Resources (ZX81)
page 16	Reader Writes (2068)
page 17-18	Text87 +4 v2 Review (QL)
page 19-20	2068 Second Screen (2068)
page 21	QL Ramblings (QL)
page 22	Mike's Notebook (2068)
page 23-26	ZX91 Newsletter (ZX81)
page 27	No. of Disks with TK2 (QL)
page 28	QLips, Question & Rumours

## TORONTO TIMEX-SINCLAIR USERS CLUB



# SINC - LINK



## JULY-AUG '92 VOL 10 #4

SINC-LINK IS A PUBLICATION OF THE TORONTO TIMEX-SINCLAIR USERS CLUB AND IS ISSUED 6 TIMES A YEAR. COPIES OF THE NEWSLETTER ARE \$1.50 EACH FOR NON-MEMBERS. CLUB MEMBERS RECEIVE FREE COPIES AS PART OF THE \$20.00 ANNUAL MEMBERSHIP FEE. A NEWSLETTER SUBSCRIPTION ONLY IS AVAILABLE FOR \$12.00.

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SINC-LINK



## EDITORIAL

### EDITING OR CENSORING?

I've been asked to bite my literary tongue. I had intended to publish a rather biting and pointed editorial aimed at editors of newsletter who "edit" or change writers articles to suit their tastes or particularly to promote products they sell. Remember, editors, your job is to correct misspelled words not put words in other writers articles. If you rewrite a piece the way you want it, then it is YOUR article not the original authors', so don't put his name to it because that's not what he wrote.

### BYE SMUG BYTES

Sorry to see that the newsletter of SMUG is going to cease publishing. The Milwaukee group has put a lot of good stuff out over the years and Bill Heberlein deserves a lot of credit for his efforts. Bill, if you still want a place to print your views or info, Sinc-Link will be happy to supply a platform for free.

### YO! AMERICAN READERS

When you mail stuff to George, please, please fill in the customs declaration listing your package as a gift and/or with "no commercial value". Otherwise George must pay our GOODS & SERVICES TAX on whatever value you assign if he is to retrieve it from customs. Recently he had to pay over \$5.00 GST to get a box of disks that had been mailed to him.

### NESQLUG VISIT

Saturday, June 27th, turned out to be a perfect day for a barbeque as four members of NESQLUG visited with TTSUC members at Hugh Howie's house in Burlington. Joyce Blaho, Al Boehm, his wife Dorothy and their friend Gary all made their way from the Boston area for an informative afternoon meal and bull session. Particularly interesting was Al's CST Thor QL clone with its built-in drives and memory and his graphic demonstration of a program called "Molecules" not to mention a game or two of his own design.

Thanks to Hugh and his wife for the hospitality. See photos next page.

That's all for now...

J.T.

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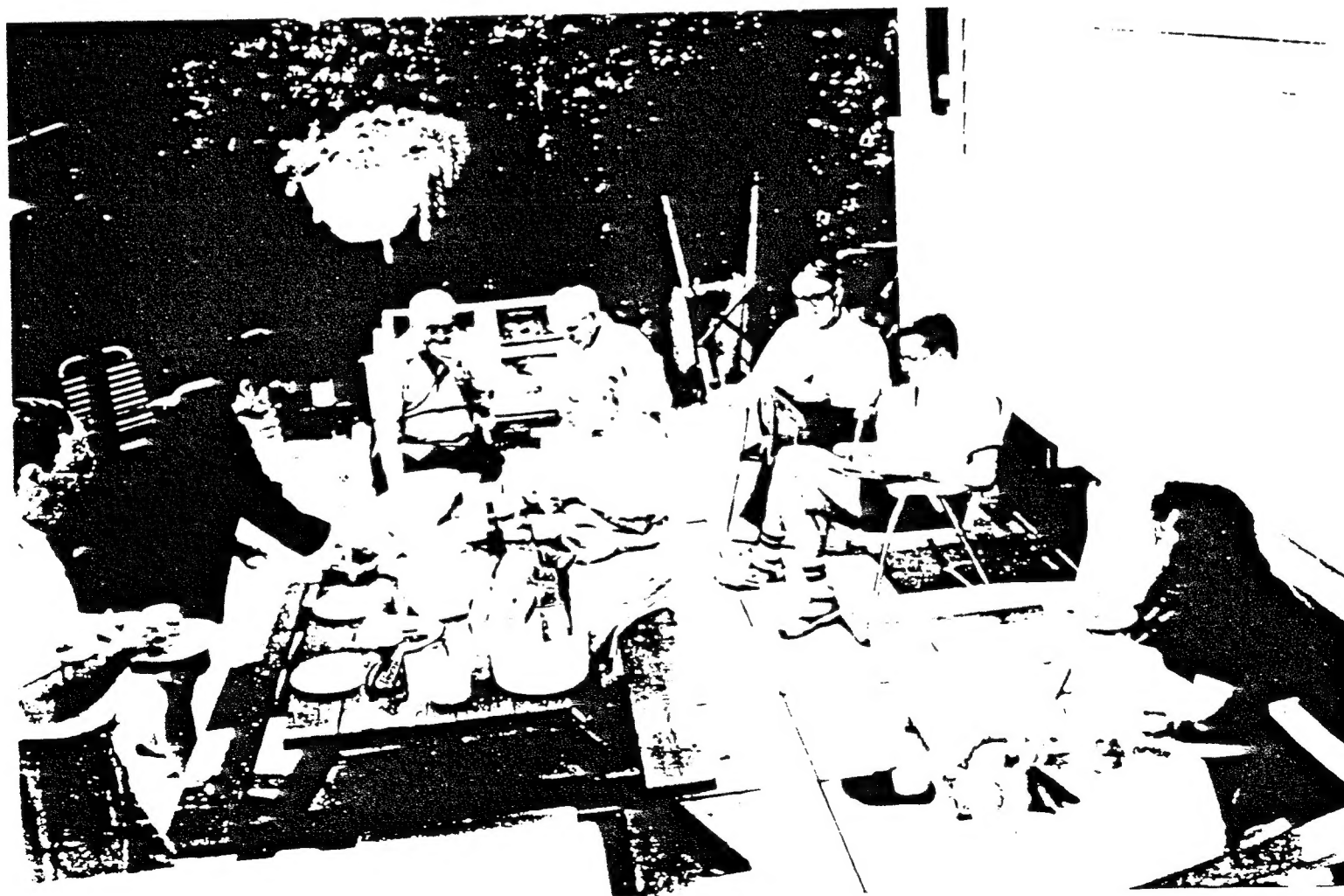
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Just what kind of a flagpole is that, Hugh?

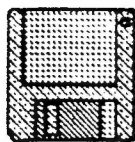


Who let this clown  
near a lit barbeque?



Fine fixin's in the Howie backyard.

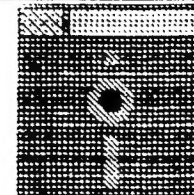
## SINC-LINK CONTENTS



BOB'S NOTEBOOK

by

Robert H. Mitchell, Willowdale Ontario



1988

## SINC-LINK CONTENTS

Each entry is prefixed with the year and first month of issue (eg, 8501 = Jan/Feb 1985, 9203 = Mar/Apr 1992); and with the volume & number (eg, 3/1 = volume 3 number 1) . These are usually followed by the ( first ) page number of the entry.

- 8801 6/1 p.3 Bob's Notebook Profile 2068 revisited. SAVE routine saves DATA only. Array size can be changed. Sort without holding the ENTER key
- 8801 6/1 p.4 SincBits by Ian Robertson Updates: Spectrum: 2068: QL
- 8801 6/1 p.5 Coloured printouts with Mscript. By Jeff Taylor. Also autoload directory program by Renato Zannese
- 8801 6/1 p.7 ZX81 EPROM board
- 8801 6/1 p.8 Our computers in Portugal K5XY
- 8801 6/1 p.9 QL tip re chassis grounding
- 8801 6/1 p.9 Disk driving with a joystick by Renato Zannese
- 8801 6/1 p.9 QL advice from David Sullivan
- 8801 6/1 p.10 Bob's Notebook Machine code for loading and saving tracks. By Bob Mitchell. For old LDOS
- 8801 6/1 p.11 Items from other newsletters. 2068 repairs. Running ZX81 programs on IBM PC. NVRAM board by Tom Woods. Pixel Print Press by Stan Lemke
- 8801 6/1 p.12 Repair a messed up disk directory. OK with LKDOS for 5090 bytes/track
- 8803 6/2 p.3 Mterm II Modifications by George Chambers. Listing and details of POKES
- 8803 6/2 p.4 Repair: A Larken Utility Errata to listing in 8801 6/1
- 8803 6/2 p.5 Bob's Notebook Comparison of some printer interface codes. Also more PEEKing and POKEing about (in compiled programs using Timachine)
- 8803 6/2 p.6 Poking around by Doug Jeffery. Some useful POKES
- 8803 6/2 p.7 Z88 review translated from the French by L. Chavarie
- 8803 6/2 p.9 Screen copy for Gemini 10X printer by Renato Zannese
- 8803 6/2 p.10 Game Hacks by Doug Jeffery
- 8803 6/2 p.10 Sinclair Monitor Battery Source WA6DLI using Polaroid 600 cartridges
- 8803 6/2 p.11 Meetings, news and notes from Ottawa Hull TSUG. 2 pages
- 8803 6/2 p.13 Banners in Colour by Jeff Taylor Also some questions to be answered later
- 8805 6/3 p.2 Ad for Larken 256K Ramdisk. Also a 2068 Disk Interface standard by Bill Ferrabee
- 8805 6/3 p.3 QL Wayfarer by Reg Cottle. Also QL tips by Joe Jenkins
- 8805 6/3 p.4 Re-inking Printer Ribbons Details and drawing by George Chambers
- 8805 6/3 p.5 SincBits by Ian Robertson 2068, Spectrum, QL
- 8805 6/3 p.6 Cartooning with 2068 by Greg Robins. Artworx and Byte Power used
- 8805 6/3 p.7 Bob's Notebook Tasword Patched (Again?)
- 8805 6/3 p.10 Larken Repair.B1 Program Stephen Gunhouse suggests some changes. Also a Calendar program idea by George Chambers
- 8805 6/3 p.11 TS2068 Larken Disk Copy Utility (copy12.B1) uses Move.C1 from Larken
- 8805 6/3 p.13 Disk Droppings by Greg Lloyd. Review of Ramdisk by Larken
- 8805 6/3 p.13 Larken Erase Utility by George Chambers
- 8805 6/3 p.14 Review of PC-DRAW v 3.0 by Renato Zannese. Used to design printed circuit boards
- 8805 6/3 p.15 Letter from J Vander Stel with some programming tips
- 8805 6/3 p.16 New locations for m/c routines in a 64K Rampack for ZX81. Wiring diagram and details

Prepared by Bob Mitchell 920307



## SINC-LINK CONTENTS

8805 6/3 p.17 Larken cased by Mel Richardson for ZX81 Disk Interface. Also ZX81 EPROM board continued from 8801 6/1; diagrams and listings; parts list. Rene Bruneau  
8805 6/3 p.19 Answers to questions in 8803 6/3  
8805 6/3 p.20 Fractal plots by J. McMichael  
8807 6/4 p.2 Formation of SNUG Sinclair Northamerica User Group details and contacts  
8807 6/4 p.3 Bob's Notebook Disk Management Utilities Rename; Doctor; Copydog; Copy. Listings included for some of the above which are for the original version of LKDOS with 1960 bytes/track  
8807 6/4 p.7 Game Hacks by Douglas Jeffery Also Game POKEs by Renato Zannese  
8807 6/4 p.8 PC8300 ROM Upgrade by Rene Bruneau. Also Addendum = a simple EPROMER and diagram for converting Junder Board to program the 52B13 EEPROM  
8807 6/4 p.9 Larken RAMDISK for TS2068 Experiences of George Chambers  
8807 6/4 p.10 Colour Printouts using VIC1520 printer/plotter John McMichael  
8807 6/4 p.13 An ON/OFF switch for the QL by John Riley  
8809 6/5 p.3 Bob's Notebook OPEN# CLOSE# Channels Streams. Listing to analyze these. Effect of Larken DOS on these  
8809 6/5 p.4 Larken EPROM version 3 review by George Chambers  
8809 6/5 p.5 Big Copy by Renato Zannese Makes a large shaded copy on a TS2040 in Spectrum mode  
8809 6/5 p.8 Simple SOUND port wiring diagram and instructions by Renato Zannese  
8809 6/5 p.9 Improved label maker for Larken by George Chambers Uses lprint.C1 by Hacksel  
8809 6/5 p.10 LKDOS first impressions of version 3 by Bob Mitchell. Also listings for using Sequential filing system in v3 to convert a program listing to ASCII and load it into Tasword  
8809 6/5 p.11 Pascal Disk Handler for LKDOS. by David Solly. More info available from George Chambers  
8809 6/5 p.12 Vera Cruz on Larken; a game converted to LKDOS  
8809 6/5 p.12 Larken RAMDISK experiences of George Chambers and Richard Hurd. Also a File Recovery listing by George Chambers  
8811 6/6 p.3 Software Review Mscript v5.3 by Bob Mitchell  
8811 6/6 p.4 Letters from our readers on Larken and Quad drives. Programming SIPs (Single Inline Plastic) package resistor network. Sequential Filing. Deeks. Etc  
8811 6/6 p.5 Data Acquisition System for the QL  
8811 6/6 p.5 Errata drawing for Larken interface originally in 8809 6/5  
8811 6/6 p.5 Program to pick lottery numbers by Renato Zannese  
8811 6/6 p.7 QL Beginners Section by Bill Lawson  
8811 6/6 p.8 Hacker by Greg Robins Software Review  
8811 6/6 p.8 Disk drive problem and cure (?) by Larry Crawford. Also Unusual disk drive problem and cure by Bob Mitchell and George Chambers  
8811 6/6 p.9 Programming tips by George Chambers. Buried colour codes in listings. Switching between disk and tape saving and loading. Using more than one drive. Also: Scrabble and the Larken System  
8811 6/6 p.10 Projects for TS Computers by Rene Bruneau. Number 1: Mini Mother Board  
8811 6/6 p.11 Larken Disk Library. A proposal by George Chambers. Also: Larken RS232 Printer Driver by Larry Kenny; for use with Ed Grey's RS232C Interface Z-SI/O  
8811 6/6 p.12 First class fonts (Byte Power) Review by Jeff Taylor  
8811 6/6 p.12 Newsletter blurb by Jeff Taylor. A BASIC listing  
8811 6/6 p.13 Tasword and the Larken Printer Driver by George Chambers. Tasword modified for Larken Version 3 EPROM.

1989
------

8901 7/1 p.2 Editorial: new cover design; modems; Syncware alive  
8901 7/1 p.3 History of TTSUG aka TTSUC aka Toronto Timex Sinclair Users Group/Club by George Chambers. Also list of magazine clippings available from George  
8901 7/1 p.5 Bob's Notebook: Renumber to 10000+Tasort  
8901 7/1 p.7 QL info by Bill Lawson super BASIC tips DEFine FUNction  
8901 7/1 p.9 2068 and Power Supply by Larry Crawford London Ont. circuit diagrams and instruction details  
8901 7/1 p.11 Modemming by G. Robins experiences in getting going  
8901 7/1 p.11 RLE graphics examples from Jeff Taylor

## SINC-LINK CONTENTS

- 8901 7/1 p.12 Larken and the large printer by George Chambers. Using streams and channels to distinguish among screen, 2040 and wide printer
- 8901 7/1 p.13 Larken Disk Library being established. Summaries of: Larken Utilities; Doctor; Format Labels; Rename; Repair; Recover; Erase; Reader; Loader; Tape Save
- 8901 7/1 p.14 Mini-mother board by Rene Bruneau (continued from 8811 6/6)
- 8903 7/2 Out of town newsletter dated Jan 8, 1989. SNUG has a Larken Disk Library. He is Tim Wood of Vachon Island S/T Club. Toronto BBS has a Larken section and is called Phoenix at 416-458-5850. Ramdisk can be operated with a third AAA battery boosting the voltage to 4.5. Grand & Toy has a rack useful for holding disks: seven slots; costs \$6.75 more..
- 8903 7/2 Out of town news by George Chambers. JDR dropped their INWATS number for Canadian customers! Remote keyboard project on hold. Details on CNIB modems and \$145 RGB monitors. and much much more..
- 8903 7/2 Out of town newsletter. Sam's Photofacts has set of sheets on the TS2068: #CC19 Computerfacts. George can supply a copy (17 sheets). Bill Harmer has a document on using the ZX81 with Larken. Z88 users on the increase and a MacPack is available that allows data to be transferred from and to Mackintosh. QL repairs via Schennelly Stoughton, 191 William St. N. Lindsay Ont K9V 4B8
- 8903 7/2 p.2 Editorial: newsletter format; QL librarian is Hugh Howie; TTSUC is a member of SNUG-Sinclair NorthAmerican Users Group
- 8903 7/2 p.3 Bob's Notebook. Printer and Drive Status Reports Details on putting data onto menus, etc. Also File loaded. Byte length and tracks used. Disk/Tape mode for Saves and Loads
- 8903 7/2 p.5 Larken Lines by Rod Gowan. Questions and answers. 1. Format and Move. 2. Sequential Filing. 3. Any new stuff? 4. Version 3 news. Larken Notes. Using channel 5 for wideprinter and channel for TS2040. Channel 2 stays as screen display. (by George Chambers)
- 8903 7/2 p.6 Info from Steve Gunhouse: Joysticks- use of OUT commands. Quad Density Drive. Conserving Memory tips. Plotting functions
- 8903 7/2 p.7 ZX81 MIDI project by Lou Champagne. Design and construction details in a series of articles starting with this issue. Diagrams included
- 8903 7/2 p.11 Larken Disk Library. George Chambers describes one of the disks in the library: Omnibus
- 8903 7/2 p.11 RLE Graphics by Jeff Taylor. RLE (Run Length Encoded) graphic pictures can be obtained on TS2068. Needed is a Modem which supports Xmodem protocol (eg, Maxcom by Larken). Also a BBS with an RLE section; many of the IBM boards will do. Finally, an RLE decoder (see TDM Jan-Feb 87) is available from the TTSUC library
- 8903 7/2 p.12 Wordsquare by George Chambers. Handles up to 60 words. Program in club library as tape #61
- 8903 7/2 p.13 Aligning Numbers by Mel Richardson. For ZX81 but would work on TS2068 too
- 8903 7/2 p.13 Hard Copy of MDV Cartridge used with QL
- 8903 7/2 p.14 Larken Tip on Disk Drives by George Chambers. Terminating Resistor
- 8903 7/2 p.14 Easy Keyboard Fix by Dick Wagner of CCATS. Used on TS2068 space bars where pressing right hand end does not make a space
- 8903 7/2 p.15 SNUG News Sinclair Northamerica Users Group: 1. formed a public domain software library. 2. magazine plans being formulated
- 8903 7/2 p.16 Snodgits and the Larken System. Saving to Disk by G. Chambers. This is a game program; a who done it mystery. George describes how he saved it using the NMI button and the <A> key
- 8903 7/2 p.17 Larken Maxcom BBS Software
- 8903 7/2 p.17 RS232 Interfaces by Rene Bruneau. Definitions: RS232; serial vs parallel; centronics port; asynchronous. Also, using 32k memory chips to get 256k of bank switched memory--the cost is \$141.96 Can
- 8903 7/2 p.18 QLips by Hugh Howie. Tips for Quill, Abacus. Also a tip for marking clippings using a three hole punch
- 8903 7/2 p.18 Regulator for QL. by S. Stoughton Lindsay Ont. with diagrams
- 8903 7/2 p.19 Bill Lawson writes a column of tips etc for QL users
- 8903 7/2 p.20 Member J Vander Stel writes some tips when using the TS2068. INKEY\$, PAUSE 0, etc
- 8903 7/2 p.21 Technician Ted and the Larken by G. Chambers. Some thoughts on an old game. Also a book to read called <Mismatch by Lloyd Pye>. System 15000 on the Larken Disk System: another game with some deep thoughts
- 8903 7/2 p.23 EMY Extn basic Multi-tasking for Spectrum modified by R. Zannese
- 8903 7/2 p.24 A mod for the 2050 by Rene Bruneau. One chip used to generate a 10v supply

## SINC-LINK CONTENTS

- 8903 7/2 p.27 A speshul hear this report for QLers from Hugh Howie
- 8905 7/3 p.2 Editor's Remarks CATS Fest; Newsletter; QLers Note Non-Canadian Readers Note
- 8905 7/3 p.3 Bob's Notebook Printing Disk Index on wideprinter in condensed font. Mscript Sort Utility.  
Change of line spacing crams more print lines onto one sheet of paper
- 8905 7/3 p.5 Modifying Artist II for Larken TT 7/3 p 5 by Renato Zannese
- 8905 7/3 p.6 QL News by Bill Lawson RGB monitor adjustments etc; Tip re using Keyword LIST to get a hard copy of a listing
- 8905 7/3 p.7 Larken- Cracking Spectrum Programs by Geo Chambers Two utilities to simplify the process
- 8905 7/3 p.7 Z88 User Group Magazine EPROM put out by UK club
- 8905 7/3 p.8 Interface for RAM in TS2068 I/O Ports by Larry Crawford Bank switching; EXROM; Chunks; Expansion Banks; diagrams
- 8905 7/3 p.9 Care and Feeding of Disk Drives Review of two manuals by G.Cary. Disk Service Manual III and Disk Drive Tutorial both by John J Williams MSEE
- 8905 7/3 p.10 QL Tips by H Howie Slow down hints at shortage of memory. Other tips, too
- 8905 7/3 p.11 Predicting Lunar Eclipses on the ZX81 by Mel Richardson including the listing and an example
- 8905 7/3 p.11 A Novelty Program for TS 2068 Puts a title on the screen at top left corner. By David Solly
- 8905 7/3 p.13 Digital Clock from SIN newsletter translated from the French by Louis Laferriere
- 8905 7/3 p.14 Product Info Surge Protector \$6.50 US3 1/2 " Disk Drive \$60 US5 1/4 " Disk Drive \$50 US DSQD addresses included
- 8905 7/3 p.15 RLE Graphics by Rene Bruneau Product Review of TEC 200 Film. Can be used for PCBs
- 8905 7/3 p.16 Software Review of Larken Sequential/Random File Utility. By Bob Mitchell
- 8905 7/3 p.16 Wordwrap by Steven Gunhouse
- 8905 7/3 p.17 LKDOS advertisement Maxcom; Disk Editor; Sequential Random Access Files; Coming soon; Desk Top Publisher; Spell Checker
- 8905 7/3 p.18 CATS Computer Fest 1989 Review by G. Chambers
- 8905 7/3 p.19 Playing with sound For QLers by Senen Racki
- 8905 7/3 p.20 Excerpts from other newsletters by G. Chambers: Non-flashing prompts (Gunhouse); Larken Ramdisk bug alert (Earl Dunnington); CRC ERRors (Chambers); MODEMs (Chambers)
- 8905 7/3 p.21 Time Designs Magazine. Will it survive? Where is it? News by Geo Chambers
- 8905 7/3 p.21 Bob's Notebook Jumping Backwards Relatively Speaking. Listing to make a table of jumps
- 8905 7/3 p.22 Larken Disk Library Disk 4 Astronomy Disk 5 Music and Sound Disk 6 Adventures by G. Chambers
- 8905 7/3 p.22 Larken Disk Drive Info by G. Chambers; copy available for \$2 incl post
- 8905 7/3 p.23 VAL for QL by Senen Racki compares with 2068 method
- 8905 7/3 p.24 Larken Product Info LKDOS Extended BASIC Cartridge 400K 2068/Spectrum Disk Interface DSK 400. 256K Ramdisk Kit
- 8907 7/4 p.2 Toronto BBS for TS users: TIBM WIZARD BBS 743-6703; 300 RLE files. Message service
- 8907 7/4 p.5 Insomniac Electronics Update. Slow orders
- 8907 7/4 p.5 Larken Index. B1A printer fix. By Chambers: Some POKES to adapt code to different printers
- 8907 7/4 p.5 Tip by Mel Richardson on saving magazines using plastic sleeves
- 8907 7/4 p.6 Latest from SNUG
- 8907 7/4 p.6 RAMDISK to DISK Backup by Larken. Different approach to R. Hurd's
- 8907 7/4 p.7 QLIPs Tips for QLusers Also Spreadsheet keypresses reduced by listing from Real Gagnon
- 8907 7/4 p.8 SCREEN\$ copy by Renato Zannese: double strike, 7 widths and 4 heights
- 8907 7/4 p.9 Amazing Digi-Dubber by Fred Nachbaur. Details on how to copy ZX81 tapes
- 8907 7/4 p.11 QL Cures by Bill Lawson. Dealing with crashes
- 8907 7/4 p.14 LKDOS Tools by Bill Jones Update Magazine
- 8907 7/4 p.17 Trip to England notes by Geo Chambers. Also Larken Disk Library Notes and comments on our newsletter
- 8907 7/4 p.18 QL Battery Backed Clock and some books available for QL
- 8907 7/4 p.19 QL and RGB Monitor by Pierre Goudet
- 8907 7/4 p.20 Hacker's Haven Pt 2 ZX81 and MIDI interface project by Lou Champagne
- 8907 7/4 p.24 Fastext 80 Crib Sheet by Bob Mitchell
- 8907 7/4 p.24 Data creator from ZX Computing 2/86 mod by S. Gunhouse
- 8909 7/5 p.3 Bob's Notebook: Make a calendar



## SINC-LINK CONTENTS

- 8909 7/5 p.6 QL utility to provide accents for vowels in French text. By Real Gagnon translated by Louis Laferriere
- 8909 7/5 p.7 ZX81 Digi-Dubber revised schematic by Fred Nachbaur
- 8909 7/5 p.8 Letter from R. Hurd on 3-1/2drives: MODU connector: Quad to DSDD utility on update disk provided to club
- 8909 7/5 p.9 TSMON: a direct video output circuit for TS1000 by Chuck Kereluk
- 8909 7/5 p.10 MODEM notes by L. Laferriere; also assistance among club members a major benefit; QL notes on SuperBasic and QL DOC copies
- 8909 7/5 p.11 LKDOS Disk Utility Double to Quad by R. Hurd. Converts a DSDD disk to Quad for those without standard 5.25" drive
- 8909 7/5 p.12 Renaming an LKDOS disk by Geo. Chambers. This explains how to use Disk Doctor to change the title on a disk
- 8909 7/5 p.13 Programming the TS2068: Opening Larken Sequential files
- 8909 7/5 p.13 QLIPS by Hugh Howie. Some notes on Abacus and greedy Psion Four QL SS
- 8909 7/5 p.14 Aerco LKDOS system. CALLs to LKDOS ROM listed by Steven Gunhouse
- 8909 7/5 p.17 Full Window Directory for QL by Mike Ferris
- 8909 7/5 p.20 Bob's Notebook. A Pixel Print demo column
- 8909 7/5 p.20 TIBM Wizard BBS info
- 8909 7/5 p.21 HI-REZ Graphics Dump by Rene Bruneau. For ZX81/TS1000
- 8911 7/6 p.03 Bob's Notebook Another Disk Rename routine for LARKEN LKDOS users. Listing & explanation.
- 8911 7/6 p.05 Larken news by Geo. Chambers. X-Y-Z CAD-CAM drilling/routing requires RS232 interface. LARKEN ELECTRONICS.
- 8911 7/6 p.05 Some excerpts from VISTA newsletter 3/4 including: Russell Electronics, Maxell Amdisk III disks, Disks in bulk lots (cheap), Books on servicing drives, printer & plotter repairs, ribbon re-inking, RMG Enterprises goodies.
- 8911 7/6 p.06 QL Library by H. Howie. Notes re RGB monitors vs TV with QL. Also problems with 512 expansion and program for unexpanded QL. Programming QL to get rid of bugs. Plug for Update Mag. Also one QLIP same page.
- 8911 7/6 p.07 Pixel Print Plus 3 Column modification by Steve Spalding. Z88 ad by Sharp's.
- 8911 7/6 p.08 TS1000 Video Driver by Rene Bruneau. Gets rid of Crawlies on VHF TV. Circuit diagram & details.
- 8911 7/6 p.08 Index. B1A printer fix by Geo. Chambers. Also some ads by Ed Grey for LARKEN, Specterm, Z-SI/O and MAXCOM. Ed also has modems & printers.
- 8911 7/6 p.09 Hardware Review on Data-Skip Videoface by Dan Pinko. Does a SCREEN\$ SAVE of a TV or VCR frame. Costs \$93 US. From Gouda Holland.
- 8911 7/6 p.10 Ad for OKIMATE TS2068 printer. Two workshop hints from Larry Crawford: Grounding Strap made for less than \$5. How to make a fine soldering iron tip from 12 gauge wire.
- 8911 7/6 p.11 Ads from Byte Power marketing software for TS2068 and Spectrum. LARKEN MAXCOM, Disk Editor and Random/Sequential Filing. Also an LKDOS Share-ware disk which requires original programs to work: Art Studio, Specterm, TASWORD. Mike's QL Hot Tips from TDM Magazine. RMG Catalog on LKDOS disk.
- 8911 7/6 p.12 QLIPS by Howie. Multi-tasking: requires you have Task-Master. Also an ad from Bill Cable for QL software DB Tutor which uses Archive
- 8911 7/6 p.13 NEC FD1035 Disk Drive Review by Richard Hurd. Tips on connecting it to TS2068. Also notes on Fujitsu drive and Compower 130 watt power supply for \$12 US. Addresses given.
- 8911 7/6 p.14 Excerpts from Steven Gunhouse letters by Geo Chambers. AUTOSTART and Joystick not compatible: fixes given. Using joystick as a mouse. Interrupt Modes IM1 and IM2 are explained.
- 8911 7/6 p.16 Bob's Notebook gives two cards from his Cardex file: on LARKEN Graphics characters and Profile keyboard legend.
- 8911 7/6 p.17 More ads on Graphics, QL software, Printers, Computer repairs/upgrades etc. Graphit Software. U.S. Tax Return software from Herb Bowers Sr. ZEBU utilities inc. Fast DELETE key and Restore EDIT line at any time. Hi-Res Plotter.
- 8911 7/6 p.17 Ads for Graphics A to Z for ZX81 TS1000 & TS1500. QL software: Mailbag, Tax-I-QL, QLANDLORD. Printers from RMG Enterprises. Repairs to printers computers, monitors. Graphit software for

## SINC-LINK CONTENTS

TS2068. US Tax Return program. ZEBU software makes DELETE key faster, restores EDIT line anytime, etc. Hi-Res Plotting.

8911 7/6 p.18 Print Factory review by Tom Skapinski from Byte Power. Generally favourable. QL Printers and QUILL from SMUG Jul 89 issue by Geo Chambers. TIMEX Computer fest 1990 to be held June 1-3 in Holiday Inn Waukesha, Milwaukee area.

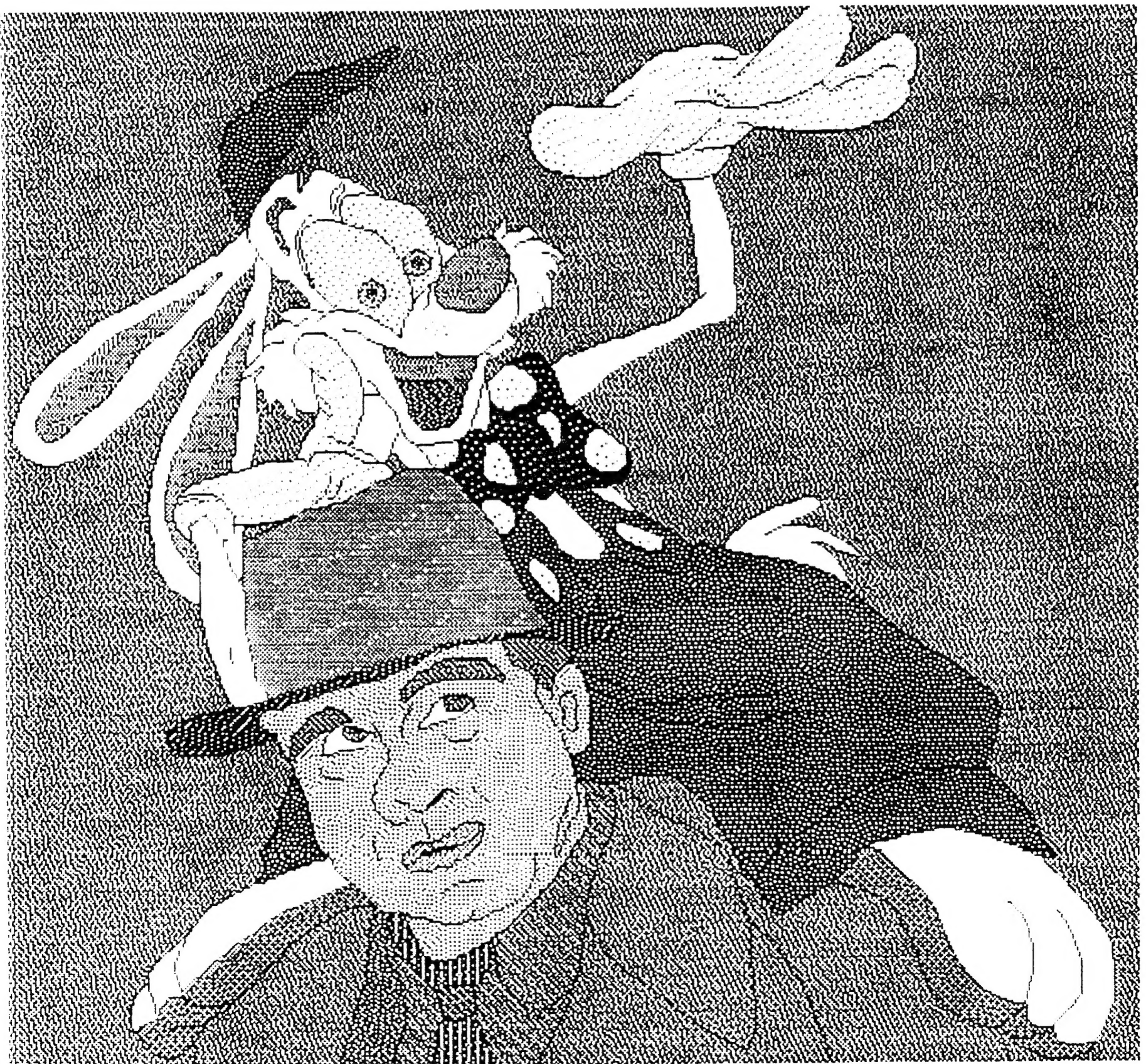
8911 7/6 p.19 Disk Drive Repairs by Don Lambert: a must for those interested in doing their own.

8911 7/6 p.20 The low down on Time Designs Magazine. A real tear-jerker.

End of Part 2 of 3 parts.

This file, comprising 17 pages, can be provided on an IBM compatible disk in Word Perfect 5.1 format or straight text format. It could be downloaded to a TS 2068 on request.

Bob Mitchell 920307.





An occasional series for the occasional programmer.  
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 PART TWO.

In part one I covered the basics of writing a procedure and passing parameters to it. I will have a little more to say on the subject shortly but first a few observations (or warnings - call them what you like)

From my experience of programs it seems it is all too easy to fall into the trap of "over-procedurising". By this I mean writing a procedure for every little bit of your program. This is worse than writing no procedures at all.

A couple of examples from a program in our library will illustrate my point.

```
DEFine PROCedure KEY:V$=INKEY$(-1):END DEFine
```

I fail to see what this achieves. The program still needs to check that a valid key has been pressed. Perhaps there's a procedure to do this..... I daren't look.

If you're going to write a procedure put something in it!. Another line reads:-

```
DEFine PROCedure paused: FOR j=1 to 500: NEXT j: END DEFine
```

This really is ridiculous - what's wrong with PAUSE X? The author has re-invented the wheel, a common failing. PAUSE is a good keyword, to be used in the main body of the program - it is a waste of time and effort to write a procedure to give a delay.

The program is so full of unnecessary one-line procedures that it had to be compiled in order to run about as fast it would have done uncompiled if it had been written properly in the first place. (I shall cover writing for speed at a later date)

All I'm saying is "Think a little about what you're typing". You should of course break up your program into the jobs it has to do and then write a procedure to do them but this doesn't mean a procedure for every line.

It is wasting effort to write a procedure for a tiny job or a job that will only be done once or twice. There are no hard-and-fast rules about this, use your judgement. As a rough rule-of-thumb a procedure should do more than one thing, like the procedure for getting user's input and checking it, or save a lot of typing.

The other observation I want to make is that this series has had little forward planning and is not meant to be a definitive guide to SuperBasic. I am hoping for feedback from readers before I do any planning.....

I wrote most of this whilst waiting for members to write expressing interest after my recent letter in QUANTA. I am adding this paragraph after the eagerly awaited response came flooding in from fellow-members. I have replied to them both to say that I will not be writing any more.....



## PASSING PARAMETERS (again)

You may have noticed in the May issue that when I called the procedure that the parameters sent to the proc (they were called min and max) were not enclosed in brackets yet the recipient (the actual procedure) had brackets around them:-

```
GETKEY 1,4 blah blah blah
DEFine PROCedure GETKEY (min,max)
```

I suggest you get some cardboard and write someone a stiff letter about this.

It's not so bad really - you'll get used to it.

Here's a bit of a program for printing some text on the screen:-

```
PAPER 6: INK 0: AT 10,10:PRINT "This is a message"
PAPER 1: INK 6: AT 12,10:PRINT "So is this"
```

Every time you want the program to print something you have to type something like the above. If you decide to alter one of them later you've more typing.

It is more convenient to call a general-purpose proc and to give it the information it needs (pass it some parameters)

```
1000 WRITE1,6,7,10, "Have you seen my Batman outfit darling?"
1005 WRITE 2,0,8,4, "It's in the wash - wear your pajamas"
1010 some more prog as usual
```

.....and here is the procedure.....

```
10000 DEFine PROCedure WRITE (INK_COLOR, PAPER_COLOR, ROW_NUMBER,
      COLUMN_NUMBER, MESSAGE$)
20005 INK INK_COLOR: PAPER PAPER_COLOR: AT ROW_NUMBER,
      COLUMN_NUMBER: PRINT MESSAGE$
20010 END DEFine
```

As you can see the passed parameters tell the procedure the ink and paper colors to use, where to print the message and the last but not least, what to print. Any place in your program that you want to print something just use a line: WRITE, followed by ink and paper colors, where at and your text. It's easier to alter it later if you should wish to, say, change the ink color.

You could also pass a channel number and a FLASH number but I'm not about to do everything for you!

I'm sorry but I can't put it off any longer. "I'm throwing some new words at you and they're extremely erotic, sorry exotic.

### GLOBAL LOCAL SCOPE

Normally you can alter the value of a variable anywhere in a program. Yes, I know you know, give us a chance. Take the previously-used variables min,max. Please take them, I'm fed up to the teeth with them.

They are not terribly sacrosanct in that it would not matter if a part of the program that is not part of a procedure used them. They could be used in any part of a program. You may want to pad out a string if it's length is less than min, for instance, by adding spaces or whatever until its length equalled max. Or a thousand and one uses. Whatever you do with min and max, a call to GETKEY will set them to the desired values for that particular call to the proc. Their SCOPE is said to be GLOBAL. Don't ask me why "they" chose the word "global" which of course means "world-wide". Our field of view is somewhat narrower - GLOBAL simply means "use it anywhere in the prog.". "But that's obvious" you say. Watch it, clever-clogs, I'll be asking questions later.....

I suppose you already know that the variables are stored in a special area of RAM which someone, in their infinite wisdom, called the variable area. (Area for the variables, get it? No?, well it's an area.....)

Suppose that, for your own foul purpose, you had the power to say "look here, you, this variable is to be used only in procedure X." Have I got news for you! You can. You simply tell QL that "this variable's SCOPE is LOCAL to procedure X". Just another little rule - you must tell QL inside the procedure, hardly worth mentioning, really.

```
DEFine PROCedure GETKEY (min,max)
LOCa! min,max
REPEAT LOOP V$=INKEY$(-1) etc,etc
```

There's just one thing wrong with the above - it won't work! You cannot declare as LOCAL parameters passed to the procedure. Think about it - they're not really local are they? But you can use any other variables inside a proc and ensure that they are confined to the proc.

The QL User Guide says "Defining variables to be LOCAL allows variable names to be used within functions and procedures without corrupting meaningful variables of the same name outside the function or procedure." So now you know. Up comes a chorus of "Can you have two variables with the same name then, and what's a function?"

First things first - yes you can, as long as one of them is LOCAL to a function or procedure. The LOCAL one exists only within its procedure or any procedure called by that procedure. It is lost when the procedure ends.

A function is.. you don't really want to know, do you? There's one on next week at my local Town Hall. I'll have to leave the other kind for another day.

You will have noticed that sometimes I have omitted line numbers. If you wrote a SuperBasic program with no line numbers you would almost have written a program in Archive. SuperBasic is a good language but there are many much better and they don't have line numbers at all. I'll have more to say about Archive and the line numbers at a later date. In the meantime, don't be frightened of Archive.

QL

**TEST.** Answer all questions as fully as possible.

1. Describe your reaction when told that your Batman outfit was in the wash. Suggest three possible alternative activities to while away Friday night.
2. You have just found a QL on top of the wardrobe. It isn't yours. What will you do about it?
3. You're asked to make donation to M.A.P.A.R.M. Will you? You should.  
(the "Make Alan Pywell A Rich Man" fund)

Sorry this episode is a bit short and not very informative - I just feel that I'm wasting my time.....

**Alan Pywell**  
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Lincs. LN11 7RP England

*This article, part two of the series, first appeared in the August 1991 issue of QUANTA, and is used here by the kind permission of Alan Pywell who retains the Copyright to this series.*

*This article has been re-typed by me, so if there are any errors in typing, I alone am to blame.*

*This series was aborted by Alan last year as he felt he was working without any recognition, as his above comments indicate. So let us prove to Alan that the SINC-LINK readers really do appreciate his efforts, and that we want more.*

*I have reason to believe that there is a Part Three in the works and that we will see it in this Newsletter in due passage of time. So if you have had pleasure, as well as profit, from this tutorial, please write to Alan and let him know how you would like to see the series continued, and what subject you would like dicussed.*

*Otherwise, if you let me, or the Secretary, George Chambers, know your views, I will pass the information along to Alan.*

Hugh H. Howie



# ZX81 RESOURCES - Moving RAMTOP

Rene Bruneau 21 June 1992

Normally, to lower RAMTOP, you have to poke values into addresses 16388 and 16389 then NEW the computer to change RAMTOP. If you have loaded a program that required RAMTOP to be lowered before starting, you end up reloading the program because NEW also wipes the memory clean. What is needed is a program that dynamically shifts RAMTOP without affecting the memory after a program is loaded. I located this routine in an old issue of COMPUTE! and modified it to use the same information transfer that was presented in the last newsletter. The machine code is relocatable.

Enter Listing 1, RUN 100 to input the mc data in Listing 2. On completion, enter S, and confirm that the checksum is 3099. You may now delete line 100 to the program end. Save the program several times. On running, the program asks you for the address where the code will be located. Entering a number will relocate the mc.

To move RAMTOP up or down from the original setting key in

RAND (New RAMTOP), ENTER

PRINT=USR (mc location), ENTER

To confirm that the routine works type the following line

PRINT PEEK 16388 + 256 \* PEEK 16389

The number printed should match the RAMTOP that you set with RAND. If you wish to enter the routine in a second REM statement after an existing REM then disregard lines 10 to 80, and renumber the rest so that you don't inadvertently over-write existing basic lines. You will also have to

establish where the first byte of the routine will be and revise line 100 to suit.

## LISTING 1

```
1 REM ---33 SPACES---
10 PRINT "ROUTINE ADDRESS"
20 INPUT ADD
30 FAST
40 FOR X=0 TO 32
50 POKE ADD+X, PEEK (16514+X)
60 NEXT X
70 SLOW
80 STOP
100 LET X=16514
110 LET T=0
120 LET A$=""
130 IF A$="" THEN INPUT A$
140 IF A$="S" THEN PRINT "CHECK SUM = ";T,P
150 POKE X,16*CODE A$+CODE A$(2)-476
160 LET T=T+ PEEK X
170 IF PEEK 16442<=2 THEN SCROLL
180 PRINT X;" ";A$(1 TO 2)
190 LET X=X+1
200 LET A$=A$(3 TO)
210 GOTO 130
```

## LISTING 2

```
16514 2A 04 40 2B ED 5B 32 40
16522 ED 53 04 40 01 30 00 ED
16530 B8 EB AF ED 52 54 5D 39
16538 F9 2A 02 40 19 22 02 40
16546 C9
```

## ZX-81 - SOUND ANALYSIS

This machine code program for the ZX81 draws graphics illustrating sound. Sound is fed in on the Ear socket. To load the program, create a REM line 45 characters long. Use any Hex loader to enter the code. The program is executed by RAND USR 16526.

If you want the computer to draw one graphic and then return to Basic type:

```
POKE 16551,192 (Enter)
POKE 16552,0      "
POKE 16553,0      "
```

Otherwise the computer will clear the display and draw again. The program returns to Basic when any key is pressed. The sub-routine at 4082h (16514) gives, in C register, the frequency of the tone on the Ear socket.

Address Value to be entered  
(All values in HEX)

4082	01 00 FF DB FE 3C 20 01
408A	0C 10 F8 C9 16 00 CD 82
4092	40 2A 25 40 2C C0 41 4A
409A	CB 38 CB 38 D5 CD B2 0B
4102	D1 14 D5 CB 72 C4 2A 0A
410A	D1 CB B2 18 E1

from Your Computer magazine May 1983  
GFC

\*\*\*\*\*

Ronald M. Cavin II  
1741 Marshlyn Ct.  
Columbus, OH 43220 U.S.A.

Dear George,

I have been involved in some very interesting things over the last several months which might catch the eye of some of your readers. Many of us in the Timex/Sinclair world have had to leave our beloved machines for, of all things IBM clones!! I happen to be one of those who was pushed into this mode a few years back. I now own a 386DX clone, with 70 meg hard drive, SVGA monitor, HD 3 1/2 and 5 1/4 disk drives, 2400 baud internal modem, and merit mouse. It's a pretty impressive machine, especially since I put it together with several scrapped PCB's. My cost for the system was very little.

You might ask, "What is he telling me this for?" Well, enter a public domain program called JPP-B2! This a Spectrum emulator written for anyone who has a 386 (or above) machine, with a VGA monitor! The program was written by a gentleman named Arnt Gulbrandsen in Norway. You should find a copy of the program enclosed with this letter. Feel free to distribute it.

Basically the program causes the 386 to operate like a Z80. Before you can fully utilize it, however, you must make a copy of the Spectrum Rom, and get it over to the IBM. There are several ways to do this. You could enter the Spectrum mode, and write a simple BASIC program to copy (POKE) the rom code from 0 through 16384 into ram beginning at location 40000. A second approach is to use an assembler and write a short machine code routine, using the LDIR command, and copy it over. In fact, some assemblers have the ability to copy code between locations with simple resident commands, thus eliminating the necessity for writing any move routine.

My preference was to enter this direct command: SAVE "SPECTR.C1" CODE 0,16384. This copies the rom to tape. (You cannot use this method to copy the Timex rom, since the first 8K of rom is paged. You get 8K of EXROM followed by 8K of HOME ROM). When the SAVE is complete, rewind the tape and enter this command: LOAD "" CODE 40000,16384. This puts the copy of rom into ram, beginning at 40000, extending through 56384.

The last step is to make a copy of rom to disk. Enter the following Larken command: RANDOMIZE USER 100: SAVE "SPECTR.C1" CODE 40000,16384. Now we can move full steam ahead. Next time we will transfer the rom code from the Timex to the IBM. I'll discuss this fully next article. Meantime, refer to NOV-DEC '91 and MAR-APR '92 issues of SINC LINK for a preview.

*page 4, transferring files  
between computers*

# text87 plus4 version 2

by Hugh H. Howie.

I guess I was probably one of the first to get plus4 which is the updated version of text87, which is a vast improvement on Quill.

Plus4 (version 1) as it originally arrived crashed with great frequency especially with the last line erased. There were other problems also, but that was the principal one. This caused me to lose a lot of work which I had spent a lot of time putting together. I was most annoyed and got a letter off to Software in short order with my complaints.

Now at this point I would like to make something quite clear, when I review a program or hardware, I will write of my experiences, I will not hide or gloss over any fault I find with the item under review. I feel that if I find a fault I should mention it, then others will know what to expect should they purchase that item. I will not at any time make glowing comments just to please the purveyor or producer of that item. Having made that point, let's get on with the meat of plus4.

After my letter to Software a reply was not long in coming, with VERSION 2. This is the version which should have been sent out in the first instance. Not only the crash problem was solved, but also a lot of other little ones which made Ver 2 much slicker to work with. Some of the menu commands had been altered slightly, and also some additions had been made for better control.

According to the short note which came with version 2 the problem which caused the crashing ".....also affected the integrity of the text formatting data stored in \_T91 documents" What this means is that any documents produced with version 1, are not able to be loaded into version 2 other than as an ASCII file; any documents so made lose all layout setup etc as provided in the original document.

Version 1 came with a good manual. It states that the manual is "a learning aid for the use of text 87.....and is not meant to be a specification for the use of

text87." Version 2, as I received it, did not have an up-dated manual, just a one page note that a few changes had been made. I understand that Ver 2 as now issued comes with the Ver 1 manual, plus two extra pages. I have not seen the extra pages as yet, but would like to.

One thing missing from the manual is an Index, I made up my own index from reading the manual and from the use of all the menus in the program, so that I can refer to this index and see where what is going to lead me.

Another item missing from many manuals are samples. Plus 4 has three, a "Sample Mail\_merge", "Sample Document", and a "Sample Manual" All very useful and informative.

Version 2 is touted as not requiring the aid of a manual as there is plenty on-screen help available, and that the menus are sufficient. I find that the manual is of inestimable value, even altho' it is for version 1. There are many instances where you must refer to the manual to get any action; for example, try setting the "layout" of a document with headers and footers (now known as "text Sections") without using the manual! It is a complicated although very efficient operation but the on-screen help is not of much value in this particular instance. OH! yes, the on-screen manual can be printed out for better study, but it is still not as complete as the original version 1 manual. And the slip of paper which comes with version 2 is not as complete as it might be.

No doubt the later purchasers will be given an up-dated manual. I intend writing to see if one is available.

Selection of type and fount to use is very much simplified. There are lots of Founts supplied, and lots of Printer Drivers to select from. There is no reason you will not find a Driver and a Fount to suit your taste.

When Loading a file, (and also when saving a file) when you are asked for the name of the file, by pressing one of



the Arrow keys, a display of the files on the default data disk is displayed. Selection from this list is by use of the Arrow keys, and then the file is loaded automatically.

Many of us know the frustration of having a stack of three or four disks and only being able to save to #1 or #2. Version 1 was one of those, but ver 2 will save to whatever you wish almost, e.g. RAM8\_, DEV, NET, WIN etc.

Speed of scrolling up or down is really fast. It is possible to scroll one line at a time, or by paragraph or by page. Search or Search/Replace is equally fast and efficient. Found before finger leaves key.

There is an excellent Spelling Checker available with two English dictionaries. Also a French, a German

The 'Qtyp\_dictionary' is easy to use, but there is also a 'bigger'\_dictionary which should just about satisfy the needs of the most fastidious and demanding writer. Unfortunately this 'bigger' dictionary takes up a horrendous amount of memory, and is intended only for those with the Gold Card or Mega ST's. However, the regular dictionary is adequate. Replacement or amendment of any given word is at the users discretion or automatically on demand. Sorry, it will not correct typing errors on its own! Should your document contain words which are not in the dictionary then it is a simple operation to incorporate them in the regular dictionary, or even to make up a "specialised" dictionary of your own.

Any spelling checker is only good to a degree. Should you use the word "their" instead of "there", or "wine" instead of "whine", or if you type i instead of l, no spelling checker is going to get you out of that one! Still, it can assist in pointing to real bloopers. Yes, it can be handy, but I still prefer to rely on my own knowledge such as it is.

When you wish to Print the document, you are given an option to preView it just as it will go to the printer. This is an excellent feature as you can see on

screen exactly how it will appear on paper. One serious flaw I came across is that I cannot find a way to print a couple of lines, it has to be the complete page. With the original text87 you could print three or four lines if so desired.

It is possible to have more than one document in memory at the same time, and to switch from one to the other, and also to have a portion of each document on-screen at the same time. You can have parts of three or four documents on display! Alright it can be a bit messy on occasion, but it is still very handy if you wish to work one document and have the other there for reference.

text87 in its original form took a lot of work to learn how to make the most of it. The transition to plus 4 is not too hard to accomplish. I would imagine that plus 4 is probably much easier to learn from scratch than text87.

The manual takes 56 pages to tell you how to do what, so how am I supposed to do the same thing in a couple pages? There is only one way to evaluate this program, and that is to try it for yourself. I am sure you will not be disappointed

Plus 4 is an excellent word processor and I would not like to be without it. This is what the serious writer requires. I can ask for nothing more than what we have here, sure I have a couple of beefs about it, but those are not really serious beefs, and with more acquaintance with the program, those should be eliminated.

I am sure glad I spent the money getting plus4, I have spent some time mentioning version 1 and version 2, that is only to show you that Ver 2 is all that it should be. I would not be without plus 4. I am not an expert on word processors, but this sure hits the spot with me. I can hardly ask for more. Plus 4 is first class. The way we all like to go.

Expensive-Yes. Extensive-Undoubtedly. If you like to write ----- get plus 4.

Available from EMSOFT, PO Box 8763,  
Boston. MA 02114 (052792)

# 2068 SECOND SCREEN

(with a 1000 supplement)

Dale Fritz, SEATUG

Most of us know that the 2068 has a second independent screen (known as Display File 2-see pg 248 of the 2068 User Manual), but methods to easily use this screen are not widely known.

My interest was in after drawing some elaborate Hilbert Curves on the main screen, I wanted to print a Menu to give choices of Copy or continue in various modes. The Menu would destroy the main screen and there wasn't much room in Lines 22, 23 for a Menu. How could I use the second screen for my Menu and then go back to the first screen with my picture intact?

The 2068 Technical Manual, Appendix C, has 16 pages of machine code concerning the second screen, where one can Clear Screen, Set Cursor, Print Character, Scroll, etc.

My needs were much more modest.

Stan Lemke, of Desktop Publishing fame, published a small program, "Blink", in SyncWare News which considerably simplifies use of the second screen. There are three routines:

A. Read a modest amount of data from a Data statement and initiate the second screen.

B. Build a Menu (or whatever) on the main screen and transfer it to screen 2.

C. Bring screen 2 back to screen 1 for editing and improvement. Use routine B to return the improved version to screen 2.

As one could guess, there are some limitations. LIST, PRINT, PLOT, DRAW, etc. will not work in Display File 2. Even more disconcerting, you can't get any messages from the computer when using the second screen.

All the messages are being printed on the main screen and you aren't there.

The answer, say, in case of a Menu, is to provide safeguards around an adequate INPUT response and get back to the main screen.

OUT 255,0 brings in the main screen.  
(Display File 1)

OUT 255,1 brings in the second screen. (Display File 2)

```
8990 REM ..SR A-INIT 2nd SCN..  
9000 DATA 46,0,62,1,211,244,219,  
255,203,255,211,255,62,6,245,251  
,205,142,14,219,255,203,191,211,  
255,175,211,244,241,254,128,32,4  
,50,91,104,251,201,33,0,64,17,0,  
96,1,0,27,237,176,201,33,0,96,17  
,0,64,24,242  
9010 FOR i=23383 TO 23440: READ  
a: POKE i,a: NEXT i: RANDOMIZE U  
SR 23383: OUT 255,0: RETURN
```

```
9090 REM ..SR B-SCN 1 to SCN 2..  
9100 RANDOMIZE USR 23421: RETURN
```

```
9190 REM ..SR C-SCN 2 to SCN 1..  
9200 RANDOMIZE USR 23433: RETURN
```

Here is a short demo which plots a circle on screen 1 and gives a COPY, CONTINUE Menu in screen 2. To improve the Menu, GOTO 500. If you BREAK while the Menu is on the screen, enter OUT 255,0.

```
10 REM ..SCREEN 2 DEMO..  
20 REM CODED:Dale Fritz,SEATUG  
90 REM ..INITIATE..  
100 GO SUB 9000  
110 PRINT AT 3,10;"MENU";AT 5,8  
;"0. VIEW SCREEN";AT 6,8;"1. COP  
Y";AT 7,8;"2. CONTINUE";AT 18,0;  
"Enter Choice"  
120 GO SUB 9100  
190 REM ..MAIN PROGRAM..  
200 CLS: LET x=132: LET y=87:  
LET r=5  
210 FOR i=1 TO 10: CIRCLE x,y,r  
220 PAUSE 75: OUT 255,1  
230 LET z$=INKEY$: IF z$="" THE  
N GO TO 230  
240 IF CODE z$<48 OR CODE z$>51  
THEN GO TO 230  
250 OUT 255,0  
260 IF z$="0" THEN PAUSE 0  
270 IF z$="1" THEN COPY: GO TO  
290  
280 IF z$="3" THEN STOP  
290 LET r=r+5: NEXT i  
300 STOP  
490 REM ..ADD TO MENU..  
500 GO SUB 9200: PRINT AT 8,8;"  
3. STOP"  
510 GO SUB 9100: PAUSE 50: GO T  
O 200
```

# 1000 SUPPLEMENT

One can save and immediately print back screens with the 1000. It involves saving the screen in a string, then simply printing the string to restore the screen.

Consider the main screen as AS and the second screen as BS. Using the following routines and PRINT AS, PRINT BS, a very comparable demo to that above could be made.

```
8990 REM ..SAVE MAIN SCREEN..
9000 DIM AS(704)
9010 FOR K=0 TO 21
9020 FOR L=1 TO 32
9030 LET AS(L+32*K)=CHR$ PEEK (P
EEK 16396+256*PEEK 16397+L+33*K)
9040 NEXT L
9050 NEXT K
9060 RETURN

9090 REM ..SAVE SECOND SCREEN..
9100 DIM BS(704)
.
.
9150 NEXT K
9160 RETURN
```

Postscript: Alternately, there is a 2068 WINDOWS Demo in the SEATUG Library, which could be studied and used for a Menu instead of the second screen. However, if I had remembered that sooner, we would not have had these neat screen subroutines.

## ZX81 - SEARCH AND REPLACE

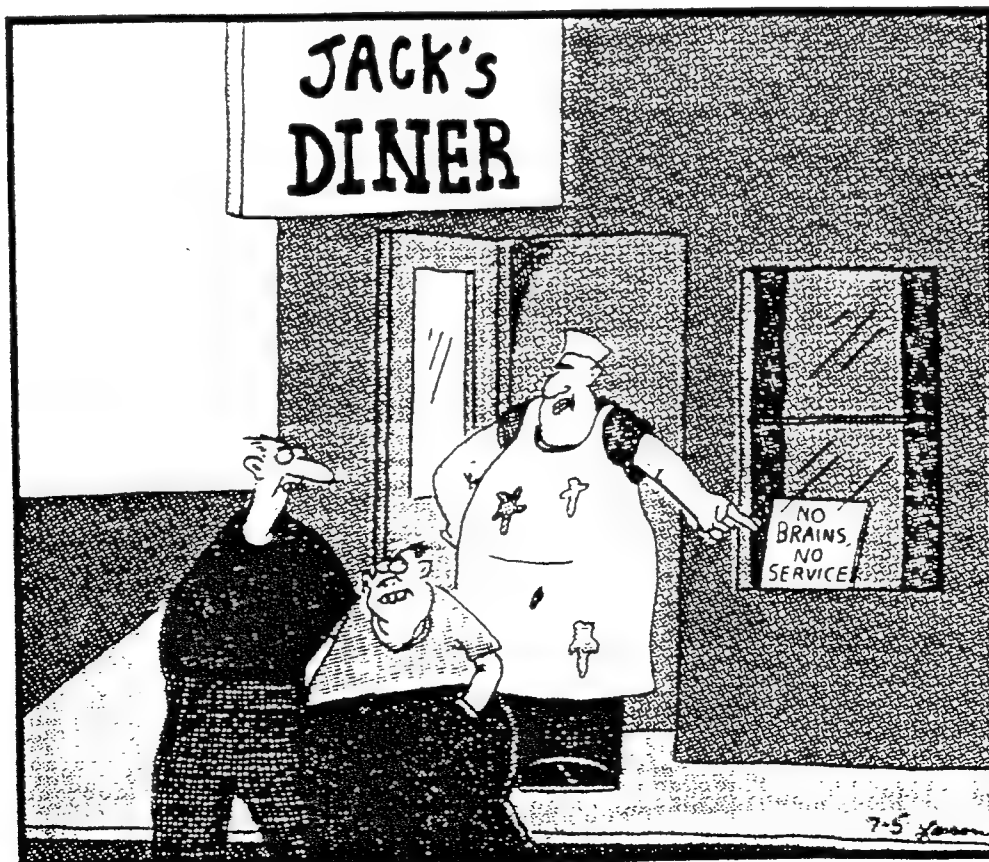
*Search and Replace will search the screen for a character you specify and replace it with any other. Load this machine code routine into a REM staement in the first line of a program. The line should be no shorter than 23 bytes long. Search and Replace runs in a 16K ZX 81 only.*

### Z-80 Ass'y List'g Hexadecimal dump

LD HL, (D.FILE)	2A 0C 40
LD B, 24d	06 19
DEC HL	2B
INC HL	23
LD A, (HL)	7E
CP 118	FE 76
JRNZ + 3	20 03
DJNZ - 8	10 F8
RET	C9
CP CHR\$(n)	FE CHR\$(n)
JRNZ - 13	20 F3
LD (HL), CHR\$(x)	36 CHR\$(x)
JR - 17	18 EF

*When a character is to be replaced, Poke 16530, CHR\$(n) - where CHR\$(n) means the character to be searched for, and POKE 16534, CHR\$(x) - where CHR\$(x) means the character to be replaced, then do a RAND USR 16514.*

*From Your Computer magazine Aug '82  
page 85 GFC*





## RAMBLINGS " QL "

Did anybody ever get a " MOUSE " going with a QL.

I understand that a certain type of mouse will work quite well with the 2068.

The QL User Guide in the concept section under the TITLE of " JOYSTICK " page 27 says that the two ports CTL1 and CTL2 will accept two joysticks .

MODE	CTL1	CTL2
up	cursor up	F4
down	cursor down	F2
left	cursor left	F1
right	cursor right	F3
fire	space	F5

And they work, I have used them before , however I wonder about using a mouse . I remember reading at one time that some software could be obtained from Sinclair Research . Did anybody succeed in getting this software ? did it work ?

Louis Laferriere

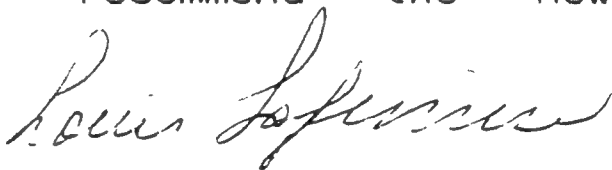
## MORE RAMBLINGS " QL "

If you have been following the saga of text 87 and GOLD CARD here , you must have gone through the same agony I did in reading the blow by blow account of Hugh Howie's struggle with both of these projects.

However I think the result certainly was worth the effort. I haven't been convinced as yet to get a GOLD CARD but I did order and have received " text87plus4 " , that is the updated version of text 87. I must say that the result of all the efforts of the producers as well as Hugh's contribution to the project, have ended up with a worthwhile WORD PROCESSOR . Much easier to use and with prompts available, it is a dream to load and to start producing some outputs. I have already used the " mailmerge " option to write 5 letters ( all the same excepts for the addressees " with a minimum of bother.

I certainly can recommend the new version of text87plus4.

Louis Laferriere



QL - Ramblings

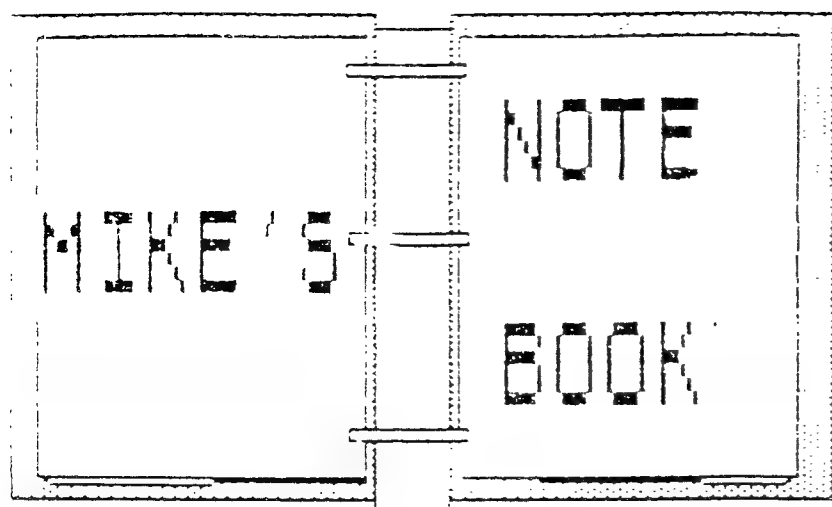
Over the years a steady contributor to our " SINCLINK " newsletter and our QL library has been Mr. Swenson. I believe he now resides in California. Well, some of his programs are quite successful, e.g. LISTER, QLCrypt II etc. . He even dabbled in writing a new language for the QL, " small C ". I am afraid that was too much for me. However he also gave us " MAILLIST " which by itself works quite well , with the exception that the " ZIP " and " STATE\$ " did not fit our requirements. So I reworked the file with the end results that we can now use it for our canadian mailing standards. I did not bother changing " STATE\$ " for " PROVINCE\$ " but I did enlarge the display on the " screen1 " so that the full name of the province will be shown and printed and not just the first " TWO LETTERS " as in the american system. Also our postal code is a combination of digits and letters therefore I added " & " to the " ZIP " field.

I will be giving a copy of the revised program to HUGH HOWIE to include with our library.

Louis Laferriere

SINC-LINK





by Michael J. Di Rienzo  
from SWYM Newsletter

NOTE: REPRINTING OR REPRODUCING THIS COLUMN WITHOUT THE EXPRESSED WRITTEN PERMISSION OF THE AUTHOR IS HEREBY PROHIBITED. FOR PERMISSION, WRITE THE AUTHOR IN CARE OF THIS PUBLICATION.)

One of the "must have" utilities that any self-respecting software "hacker" needs in his/her arsenal of tools is a DATA line maker. Although there are several available, especially for the Spectrum ROM, my favorite one appeared in the May 1988 Newsletter of the Capital Area Timex Sinclair Users Group by H.E. Weppler. I have simplified it and moved the CODE to a safe area below BASIC.

This program performs the opposite of POKing CODE into RAM addresses from a DATA line. It will create a user specified DATA line containing CODE extracted from a user-specified range of addresses. For example, if you have some machine code, font code, or an ASCII text file located somewhere in memory, and would like to extract the code and place it into DATA statements to use in another program, this simple program can be MERGED or LOADED to do the job. Enter the following BASIC program and be sure to RUN line 9950 to initialize the short machine code. The program will then automatically RUN. You will be prompted for a line number to assign the DATA statement.

Any line number will do if it is less than 9900. Next INPUT the starting address of the CODE you wish to extract. Lastly you will be prompted for the end address of the range of bytes you want to extract. I recommend that you don't extract more than 150 bytes at any one time. If you do,

editing that DATA line will be difficult. If your CODE is more than 150 bytes long then keep track of the line numbers and address ranges and RUN line 9900 until you have all your CODE placed into BASIC lines. The machine code used in this program is completely relocatable. To quickly see how this program works, try this:

RUN line 9900. At the prompt, enter 10 (ENTER). That means we want to make a DATA statement at line 10. The next prompt asks you to enter the starting address of the CODE. Let's extract the CODE from this program which begins at address 24311, so input that number. Next, INPUT the end address of the range of addresses we are extracting, ie. 24352 (ENTER).

Now you're done. Compare your result with line 9965. If your CODE is lengthy, break it down into several DATA statements by re-RUNning line 9900 several times.

Have fun!  
Happy TIMEXing...

"MKDATA" By Michael J. Di Rienzo

```

9900 INPUT "Input Line # to put DATA
      (<9900)";LL
9910 INPUT "Input CODE Start
      address ";SS
9915 INPUT "Input CODE End
      address ";EE
9920 LET RS=STR$ LL+CHR$ 228
9925 FOR N=SS TO EE
9930 LET RS=RS+STR$ PEEK N+", "
9935 NEXT N: LET RS=RS( TO LEN RS-1)
9940 RANDOMIZE USR 24311
9945 STOP
9950 FOR N=24311 TO 24352
9955 READ M: POKE N,M: NEXT N
9960 RUN
9965 DATA 33,19,0,9,229,229,42,97,92,
          43,43,205,99,19,14,82,205,
          187,44,35,78,35,70,35,229,
          197,42,89,92,209,205,187,
          18,209,193,225,237,176,
          205,58,14,201
9999 SAVE "MKDATA" LINE 9950

```



FROM PAGE 3...

NEW FRIENDS #2:

The C.O.A.T.S. the Blackamas Computer Applied Training Society has sent me a copy of their newsletter THE PLOTTER.

Dick F. Wagner, the editor has also sent me ninety little programs that will appear in a subsequent issue of ZX-91. The technique they uses can be applied in making programs. Look them up in the SUPPORTERS' list.

F A C T S :

The program 'DIPIC' which creates the (great) graphics seen in the pages of ZX-91 is not a 'Etch-a-sketch' type nor a drawing program. 'DIPIC' does it all for you. You just have to type in the data. So don't be afraid. You don't have to be an artist, just a user who likes his (or her) computer. If there is a special character you would like to see, send me a request. ZX-91 works for you!

'DIPIC' FOR THE 2068:

Tom and Keith Skapinski of L.I.S.T. have created a program for the 2068 that uses the same DATA as the ZX81/TimeX 1000 uses to make the graphics seen in the pages of ZX-91. The program is listed in the L.I.S.T. newsletter of April.

The newer DATA are always available from ZX-91 upon request. Ask for YOUR copy of ZX-91 at the same time.

T U R P O :

In the March issue of L.I.S.T., Anthony W. Farrell from Australia wrote an article (with schematics) on how to add turbo power to our ZX81/TimeX 1000. Interested? Contact the L.I.S.T. group. See the SUPPORTERS' list.

FROM HOLLAND:

There is apparently an emulator program for the IBM to run the ZX81/TimeX 1000 software. I'll keep my eyes an ears for that info.

TO PAGE 5

ZX-91

FROM PAGE 5...

F R O G F A M D E B U G G E O :

Arnold Nieuwenhoff of Sutton Mass. asked me to de-bug the program 'TRAINS' listed in the book 'The ins and outs of the TimeX 1000' by Don Thomasson.

Here are the corrected or added lines

110 PRINT AT 12,13:"TRAIN"

1040 IF N>15 THEN PLOT 37+10\*EIN  
ANG,14+10\*COS ANG

1110 FOR N=0 TO 18

2140 LET A(N+30,2)=24-N

2520 FOR N=1 TO 13

6382 LET PA=60

6760 IF PA<78 OF F<>-1 THEN GOT  
O 6820

7530 PRINT AT X,Y:PA#

Anyone else having problem with a BASIC program? Contact me through ZX-91.

ANDRE\*\*\*

\* \* P R I N T S - 0 0 T \* \*

The next three pages are 3 different programs. The first one is an educative one and it can run in 1K of memory if you follow the instructions at line 99. If you have more then 1K then just type the lines 100 to 170 and RUN 100. In line 18 the little airplane is made of 'graphic 3' inverse =, graphic 0)

On page 3 it is a program from Tim Swenson. It plots the orbit around a planet. By using the keys (5,6,7 and 8) you can modify the orbit. I added line 55 to make a bigger central planet.

On page 3 you have 3 programs for the price of one: RUN 10, RUN 200 or RUN 300. Each of them will generate a screen pattern allowing you to verify and/or adjust your picture, horizontal vertical, focus, brightness, contrast etc... Line 220 has graphic Y. Line 320 has graphic Z. graphic 0.

ANDRE\*\*\*

ZX-81



25

SINC-LINK

# SINCLAIR/TIMEX SUPPORTERS

U S E R S E P O U P S

C A T U E  
Chicago Area Timex Users Group,  
C/O Al Ferry,  
15 Wake Robin Ct.  
Woodridge, IL 60517-1751

C O A T S  
Clackamas Computer Applied Training Society  
1419 1/2 7th St.,  
Oregon City, OR 97045

I S T U E  
Indiana Sinclair Timex Users Group,  
C/O Frank and Carol Davis,  
513 E. Main St.,  
Peru, IN 46970

L I S T U G  
Long Island Sinclair Timex Users Group  
C/O Harvey Rait,  
5 Peri Ln.,  
Valley Stream, NY 11581

S E A T U G  
Seattle Area Timex Users Group,  
C/O Malcolm Post,  
3323 Frater Ave., S.W.,  
Seattle, WA 98116-3112

S L I X  
Sinclair Information Exchange,  
C/O William W. Miller,  
6675 Clifford Dr.,  
Cuertino, OR 95014-4530

T I S N U G  
Timex Sinclair NorthAmerican Users Groups  
C/O Donald S. Lambert,  
1301 Kiblinger Pl.,  
Auburn, IN 46706

T G O U E  
The Greater Cleveland Users Group  
615 School Ave.,  
Cuyahoga, OH 44221

T I S U G  
Toronto Timex Sinclair Users Group,  
14 Richome Court.,  
Scarborough, Ontario  
CHHBDH MK 2V1

U I S T P  
Washington Island Sinclair Timex Association  
Box 139,  
Washington, WA 98070

FROM PAGE 10...

ZX Users Group of New York,  
Box 560 Wall St.,  
New York, NY 10005

## MAGAZINES AND NEWSLETTERS

Computer Monthly,  
Box 7062  
Atlanta, GA 30357-0062

FDD Newsletter, #221  
1274 49 St.,  
Brooklyn, NY 11219-3091

Free Software Foundation,  
675 Massachusetts Ave.,  
Cambridge, MA 02139

Update Magazine,  
Box 1095,  
Peru, IN 46970

O Z X  
2025 O'Donnell Dr.,  
Las Cruces, NM 88001

## C E A L E R S

Byte-Back Inc.,  
Box 112, 536 Long Terrace,  
Leesville, SC 29070

Computer Classics, REPAIR  
RT 1, Box 117,  
Cakool, MO 65669

EMSoft,  
Box 8763,  
Boston, MA 02114-8763

John McMichael,  
1710 Palmer Dr.,  
Laramie, WY 82070

Mechanical Affinity  
513 E. Main St.,  
Peru, IN 46970

Mountain Software,  
749 Hill St., #9  
Parkersburg, WV 26104

RMC Enterprises, (4# catalog)  
1419 1/2 7th St.,  
Oregon City, OR 97045

Sunset Electronics,  
2254 Taraval St.,  
San Francisco, CA 94115

FROM PAGE 11...

The John Olliger Co.,  
11501 Whidbey Dr.,  
Cumberland, IN 46229

William J. Volk,  
6015 Carter Ave.,  
Baltimore, MD 21214

To receive information from the people  
listed above please send them a  
self-addressed and stamped envelope  
(363E). If you want a catalog, add a  
dollar (14) to your letter.

As more clubs, dealers, newsletters and  
magazines will contact the ZX-21  
newsletter, I will include them in this  
SUPPORTERS' list.

It is a free service to them and a great  
source of information to the readers.

ANDRE\*\*\*

XXXXXXXXXXXXXXXXXXXX

## BYTE-BACK INC.

SINC-LINK

David G. Leech is offering you a MAKE  
DAVID AN OFFER SALE!

Make a list of what you want. Include a  
check for the price you want to pay (be  
reasonable) and send it out. David will  
return you the merchandise or your check.

Interested? Send for his catalog!

## ---ALTIMA---

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that a copy of whatever it is reproduced  
in is sent to me and that credit is  
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The graphic of J. F. Kennedy was first  
made by Jean-Luc Papillon and appeared in  
ORDI-5 #6, 1st quarter of 1984.

The word processor used in these pages  
is WORD SINC II of F. Hargrave  
Vancouver, B.C. Canada.

# REDUCE NUMBER OF DISKS IN USE WITH TK2

by Hugh H. Howie

Before I get started let me remind all you 'gurus' out there this is not for you, it is for the fellow who has not explored TK2 'cause he was put off by tiny type and Hi-Fi hype.

The first thing I wrote back in January on TK2 was something that made me look further into TK2, and the last issue, (March 92) expanded on that. I have no intention of getting in too deep, so don't expect too much.

So often we find that things in a magazine or newsletter are far and away beyond what we the innocent little starter can comprehend. We read of "jobs" and things like that; as far as they are concerned I tried to forget that as soon as my kids were able to look after themselves. Butt, to get back to basics, most of us are only too happy if we can use some simple little things to show others how smart we are. And how good the QL is.

Now smartness is not always how we dress, it could be how we ADDRESS a problem.

Take the number of disks we have which only have one little teeny weeny itsy bitsy program on them and which are not often used, but we still keep them "just in case". How do we address the problem of too many disks doing too little.

Many disks contain programs of only two or three parts and one is always a 'boot', and we can have only one boot on a disk. So if we wish to put a lot of those programs on the one disk, we have to do it one at a time, and make a different name for the boot in each case, which can take a long time. Or, we can use the WCOPY command from TK2 and transfer those programs to an omnibus disk and give them all a different PREFIX at the same time, almost ensuring immunity from duplicates occurring. Still retaining the integrity of the original title.

Say we have a program called 'CHUCKLES' which has three parts to it, and it is the ONLY program on that disk, we would place the working disk in flp1\_ and the target disk, (the one we are going to copy to) in flp2\_ and type in:-

```
WCOPY FLP1_FLP2_CH_ <ENTER>
```

This would copy ALL the files on flp1\_ to flp2\_ and give them the prefix of CH\_ so CHUCKLES would become CH\_CHUCKLES.

So a DIR on the target disk (flp2\_) would look like:-

```
CH_CHUCKLES
CH_BOOT
CH_CHUCKLES_BIN etc.,
```

In the above command I did not give a title 'from', and take special note that I did include an \_ after the prefix 'CH'

Next step is to place small SPACE or separator under this program, and we do this by - watch the quotes - typing:-

```
SAVE "FLP2_ "
```

Note one space after the flp2\_. The next time we do this would require two spaces after the flp2\_. Of course you do not have to use the SPACE you could use the ^^^ or ... or === or whatever.

Next we could send over LAUGHTER with LA\_ and GRINS as GR\_GRINS. Get the idea?

Now if you wanted to remove the prefix, you could use RENAME, e.g.

```
RENAME FLP2_GR_GRINS,FLP2_GRINS
```

and GR\_GRINS is now plain old GRINS again.

If you wished to change the name on the GRINS 'suite', you could use:-

```
WREN FLP2_GR_FLP2_
```

You should use a DIR or WSTAT after each operation to see what is happening.

There are many ways those two commands can be used, try a few experiments on your own. Just watch your commas and '\_' and quotes. All are VERY important.

If you want more of this, or if I have made an error, please write and tell me.

030292

Hugh H. Howie, 586 Oneida Dr. Burlington.  
Ont. Canada. L7T 3V3

# Q L I P S

by Hugh H. Howie

I often think we should have more key-in material in our Newsletter, but I do not like to use programs which have very long listings as we (I at least) sometimes get tired when typing those long listings. So if anyone has a little gem which could be of interest, send it in. This way we make the Newsletter more interesting for all, and at the same time we can enlarge our QL Library.

Come to think of it, some folks may like to have long listings to type in, so if that is the case, let us know and I will dig out some long ones especially for you.

I must admit that shortly I will run short of short listings to use, however here is a shorty which is very colorful in color, but still interesting in Monochrome. Try it in both mode 4 and mode 8.

This will put on screen a host of ellipses in a host of different colors and a host of different sizes. (I had onions for lunch therefore I tend to repeat myself today)

Must be getting near to spring, my father (93 last December) is starting to work in the potting shed getting ready for when the snow goes away, not that we have had much this year. Yet. Here is something to brighten your day.

This comes from DEMO\_1 disc in the QL Library.

## ELIPSES\_BAS

```
100 SCALE 256,0,0
110 WINDOW#1,512,256,0,0
120 PAPER 0: CLS
130 REPEAT forever
140 INK RND (1 TO 127)
150 FILL 1
160 xpos=RND (0 TO 511):ypos=RND (0 TO
    255):size=RND (1 TO 16):eccen=RND (1
    TO 4):angle=RND (1 TO 32)
170 CIRCLE xpos,ypos,size,eccen,angle
180 INK 0: FILL 0
190 CIRCLE xpos,ypos,size,eccen,angle
200 END REPEAT forever
```

(022092)

## Disk Copy Problem

Help Wanted  
(No - Not you Mama!)

One of my Disk setups is as follows:-

5 1/4	80 track	1440 Sectors
3 1/2	80 track	1440 Sectors
5 1/4	40 track	720 sectors

I am using a TRUMP CARD and the little plug-in card to give extra drives if necessary, using the top port.

Problem:-

When I try to WCOPY from flp1\_ to flp2\_ the flp2\_ invariably continues to run and will not accept the copy. Sometimes it even tells me "Bad or Changed Medium"

When I WCOPY from flp1\_ to Raml\_ and then from Raml\_ to flp2\_ The copy has no problems.

### WHY?

Hugh H. Howie.

WHISPER HEARD ON THE WIND \_\_\_\_\_  
Through the sighing of the trees \_\_\_\_\_

QL - IBM Compatibility CARD?

1991 - Miracle Systems produce the Gold Card which gives the QL so much more power and speed and versatility.

At the same time there are strong rumours that Miracle are also working on a Graphics Card.

1991 - Software announce PLUS4, that wonderful Word Processor.

1992 - Latest whisper I hear is that Miracle are also working on a card to allow the QL to be compatible with IBM. No details available at the moment.

Look Out little blue,  
The QL is taking a Quantum Leap at you!

Long Live the QL  
The QUEEN of all

Hugh H. Howie  
052792



Dear Out-Of-Town Members:

Well, what have we this month, I mentioned my eye operation in the last letter, Everything is fine now,

I know what needs to be first in this letter, A reminder to members living in the U.S, You must fill out and attach one of the green customs forms when you send me material, or return club material, Jeff mentions it in his newsletter briefly, Recently I have recieved a couple of packages, and have had to pay GST (Goods & Services Tax, for the uninitiated!) on their presumed value,

Two things: You should put a rather nominal value on the slip, I suggest 50 cents per tape/disk, AND you should tick off that it is a gift item.

One package was bulky and had 10 disks in it. There was no value stated, so Customs valued it at \$11, They then charged 80 cents GST and added a \$5 service charge. Another package had no indication it was a gift, and no value stated. Customs assigned a value of \$50 and billed me \$3.50 GST.

One of our club members, Ronald Cavin, has sent me a suite of disks which essentially are designed to allow a Spectrum to be emulated on an IBM! He has also written a series of articles for the newsletter, about this. The first article is in this issue,

If anyone has a PC, and is interested in seeing these disks, drop me a line. Come to think about it; I'll have to get someone else to make a copy; I don't have a PC, I'll ask the first member who borrows them to make up a back-up copy!! There are 3 disks. Ronald says you need a 386 or better, to run this emulator.

You may notice that in the newsletter there is a 3-part listing of newsletter contents, Sort of an index of contents, I've been asked how to get copies of some of these articles, I had not thought about this before, but I suppose we can supply members with photocopies of the pages these articles appear on, for 5 cents a page, plus any postage if incurred in mailing them, Be sure to mention article name, and what issue it is in,

Or you can order back issues of the whole newsletter if you want, for the same 5 cents per page.

I had a letter from a non-member asking for some help with the Larken Maxcom program, That's a BBS operating system for the 2068. There are two versions, one for 300 baud operation and the other for 1200 baud. This person sent me still another version which Larry K, had written, Designed to work with two other programs called IOtraj.B1 and Otrajs.B1, I have done a bit of work on them, and have written back for more info, But have any of you heard of IOtraj.B1 & Otrajs.B1 programs? Or version of Maxcom.B1 that starts at Line 8000, not Line 10? I'll write a newsletter article about this matter, when it has been resolved,

Tim Swenson, who is a member of the Capitol Area Timex User Group and who publishes a small journal/newsletter called "QL HACKER", has sent me a copy of two recent issues of The Hacker, and also a QL disk that has all nine issues of this journal on it. Anyone interested can either ask me, or if you have QL you can drop a line to Hugh Howie.

I received a letter from a Don Lambert, Editor of ZXir Clive Alive and a TTSUC member.

He writes, "I don't know if anyone will be driving or flying south from

the TTSUC to attend the Dayton ComputerFest the 29th and 30th of Aug, but T/S will be there. Frank Davis and Paul Holmgren will have tables there, Bob Swoger has gotten a table in my name for T/SNUG and CATUG. I hear that Andy Hradesky or at least someone from Colorado will be there, Frank Davis and I will have rooms at the RED ROOF Inn (North, I think it is) which is nine miles from the Hara Arena where the Fest is held. That place is big!"

Incidentally, it seems possible that two persons will be there from TTSUC, That is to say, Jeff Taylor and Rene Bruneau are talking about it.

I have had two members send me games recently, In one case it was on tapes, the other on disks. Needless to say, I am up to my eyeballs with them. A couple of things about them, though, The disks had a menu program, that I rather liked, I have been refining it considerably, and I shall make an article for the newsletter giving the listing and describing the features of it, Interested in games, anyone?

I have been further refining a program sent to me by member Joan Kealy, which contains a mass of information about Timex computers and the Timex scene. The refinements make it suitable for the Larken system, and I shall put it onto a disk in the Larken disk library. The programs are called TIPSAM.B1 and TIPSNZ.B1.

Although the tape libraries have not grown, the Larken disk library is up to disk #50, I'll try to get catalogue of the most recent 10 disks off to known Larken owners, with this newsletter. Other members, ask if interested,

We have a new member who writes me that he is into the hobby of rocketry, and uses the TS1000 and 2068 to assist in launchings, thrust measurements, etc. He has offered to write articles on the topic, if we were interested. I said we certainly were interested!!

I'm delighted to see that we have some ZX81 stuff for our ZX members. Andre Baune has come up with another nice issue of ZX-91, which we have included in our n/1. Thank you Andre, Andre is also a member of our club.

I am behind again in my communications with OOT's, But I shall try to be up to date by the time you get this newsletter. If you are awaiting something from me, drop a line.

I'll close this off now,

Sincerely,

George Chambers